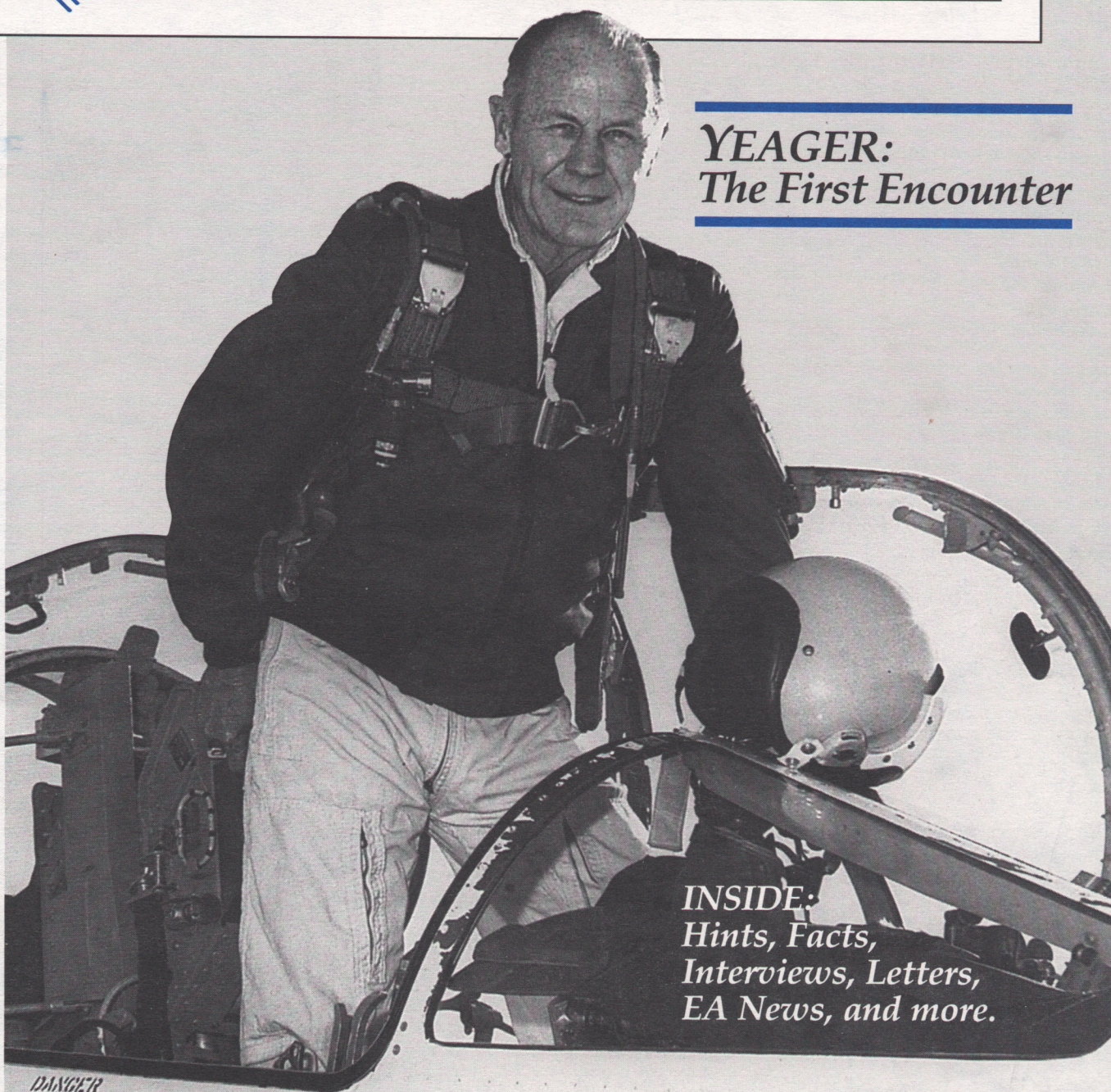


# FARTHER™

THE ELECTRONIC ARTS MAGAZINE

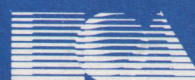
SUMMER 1987

## YEAGER: *The First Encounter*



**INSIDE:**  
*Hints, Facts,  
Interviews, Letters,  
EA News, and more.*

*DANGER*



ELECTRONIC ARTS®



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*Our favorite columnist answers your favorite questions*
- LIFE WITH FARTHER**  
*In which 140 EA employees, armed with beer, nerf balls, and video equipment, invade a small, unsuspecting town on the California coast. And nothing will ever be the same again.*

## FARTHER

THE ELECTRONIC ARTS MAGAZINE  
Volume 2, No. 2 Summer 1987

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## EA'S TOP TEN

### Best-Selling Titles April-May-June 1987

- 1 DeluxePaint II
- 2 Bard's Tale II: The Destiny Knight
- 3 Chuck Yeager's Advanced Flight Trainer
- 4 The Bard's Tale
- 5 PHM Pegasus
- 6 Marble Madness
- 7 DeluxeMusic Construction Set 2.0
- 8 Starflight
- 9 Legacy of the Ancients
- 10 World Tour Golf

### All-Time Bestsellers

- 1 Dr. J and Larry Bird Go One-on-One
- 2 Skyfox
- 3 Music Construction Set
- 4 Pinball Construction Set
- 5 Seven Cities of Gold
- 6 The Bard's Tale
- 7 Archon
- 8 Starflight
- 9 Financial Cookbook
- 10 DeluxePaint



# YEAGER

Jeff Hoff

GRASS VALLEY, CA —Of course they were apprehensive. It was their first meeting, and Chuck Yeager carries a lot of baggage with him. There's the book, the movie, the commercials, the legend. He's the Ace, the Test Pilot, the General. So you could understand the butterflies.

They'd driven up in a hard rain, five young EA designers and producers. And now they sat, listening to the rain, waiting to show the General the beginnings of a new computer flight program — and ask for his help. Associate Producer Rich Hilleman spotted the Blazer — license plate BELL X1 — as it whipped into the parking lot, wipers going crazy. They heard the unmistakable drawl outside the door, pure and easy, and then Yeager stood before them in the doorway.

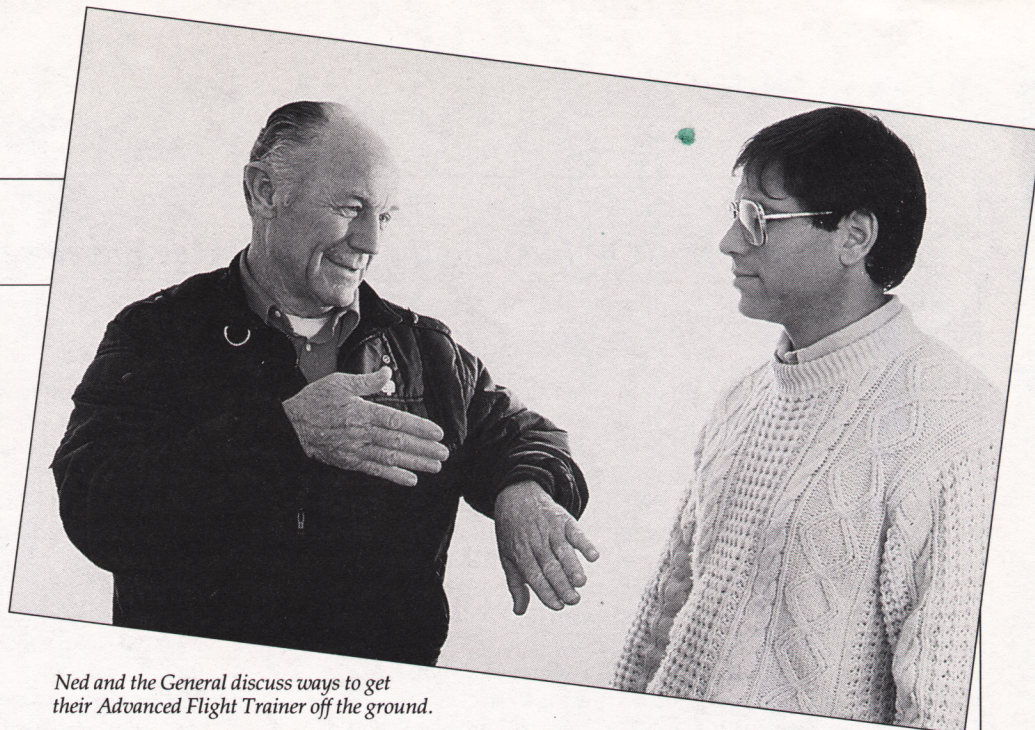
Designer Ned Lerner wanted to do the best flight simulation ever. He'd already played the existing ones until boredom set in — which didn't take long. Despite all the dials and gauges, they flew more like an abacus than an airplane: fine, Lerner thought, if you'd rather be a navigator than a pilot. "They didn't have much heat, and I knew I could do better. I wanted to come as close to a \$50,000 flight trainer as I could for under \$50." Lerner's *Advanced Flight Trainer* (AFT, for short) would teach you what you'd need to know to pass ground school. But that's not what would make it advanced.

Enter Chuck Yeager.

He wore cowboy boots, jeans, a polo shirt, a racing jacket. He stepped forward and shook hands all around. Amicable grin, piercing blue eyes — and the reserve of someone who measures by actions, not words. The five guys were a little on the city side, and Yeager held back, waiting to see where he stood.

The EA guys tried to cut through the awkwardness by showing him the current AFT. They ran through the program, then Ned Lerner handed over the controls. "So, why don't you give this a try."

Yeager looked at the control as if it were a snake. He didn't use computers, he flew them. "I've never fooled with these damn things," he said. "They're so" — he searched for the word — "insignificant."



Ned and the General discuss ways to get their *Advanced Flight Trainer* off the ground.

The boys knew then that it might take a while to find some common ground.

Lerner says the old flight simulations never imaginatively or physically grasped the guts of flying: all head, no heart. The trick was to capture a pilot's touch and feel — fast, responsive, even thrilling. Lerner would supply the artificial intelligence. Yeager would supply the real intelligence.

"Just how mature you want to make this dang thing?" Yeager leaned back and pointed at the P-51 Mustang on the screen, the most modern plane built into the first AFT prototype. A guy like Yeager has a lot to be nostalgic about...but he still flies F-18s before breakfast. "People want something more modern, like an F-14," he mused, warming up. "Or, if you want to really scorch something, hell, program the X-31 aerospace plane in there. Now, see, this thing is smoking along at Mach 25. You get a Log generating system, and once you've accelerated out to about Mach 18 you're gathering liquid oxygen and hydrogen, which you can turn into chemical rockets, and you go into space with it."

The designers looked at him as if he were a Utopian Socialist.

"I tell you," the General said, "it taxes your imagination."

After two years of work, with Yeager's help, AFT became more than takeoffs, landings, and scenery disks. "We think it has the best animated speed and controller response anywhere," says Hilleman. "When you move the stick, you feel it on the screen almost instantly. It's as much a visceral

experience as a cerebral one." Instead of scenery ("Never had much time for scenery," Yeager says. "Besides, Edwards AFB doesn't have much to look at"), Yeager designed a test pilot section. There are also high-speed races, and formation flying stunts side-by-side with Yeager, whose control-stick mastery is actually programmed into the software.

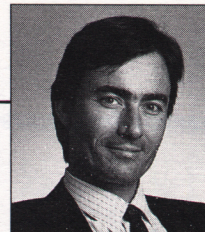
When the demo was done, they asked Yeager what he thought about it, overall. He looked at them evenly. "It's pretty dang realistic. You've got a lot of goodies in there." Then the only man in U.S. Air Force history to shoot down five enemy planes in one day smiled. "But in my opinion, it would be pretty interesting to dogfight."

So Lerner and team have been spending time in Las Vegas, talking to fighter pilots at Nellis AFB. And they're picking the General's brain on tactics, technology, and survival. "I figure it'll take a year, maybe two, for people to master AFT and be ready for combat," Lerner said. "That'll give us time to do the guns right. If I can't do it right, I won't do it."

The General's wife, Glennis, invited them all back to the house. Someone asked for a photo to take back to EA. Yeager picked the one with the Space Shuttle in the background. Glennis chose the one with her husband smiling. "Don't hardly matter," he chided her gently.

Legend notwithstanding, it was still the plane, not the smile, that counted. ■●▲





## Innovation (Or, Pushing the Outside of the Envelope)

Trip Hawkins  
President, Electronic Arts

The day you brought home your first computer you committed an innovative — and risky — act. Your computer was a statement of your willingness to be different in a society where most people would rather conform. A lot of them didn't understand what the deal was with you and that infernal machine. But we both know that if you — and we — weren't innovative thinkers, you wouldn't be reading this right now. You bought a computer because you wanted creative ways to solve problems and be entertained.

We're in this business for the same reason. One way we evaluate new product ideas is to ask "What does the computer bring to the party?" A good program should do things that can't be done easily any other way. In *Lords of Conquest*, the computer manages resources, constructs multiple maps, and provides a worthy opponent — things a board game can't do. *Instant Music* shows you the music you're hearing, and encourages you to interact with it.

My favorite definition of creativity is "the art of rearranging the old in a new way." *Chuck Yeager's Advanced Flight Trainer* isn't the first of its kind — but it has new frame-rate technology that makes it faster than anything in its genre. And it has Yeager, who showed us that flying is more than looking at scenery — it's also

about pushing the outside of the envelope and learning the capabilities of each plane.

Humans are incredibly creative — sometimes despite all the pressures to conform. You don't need to be Mozart or Picasso to qualify. Being creative simply means you've got an open mind, willing to experiment and explore.

Unfortunately, simply being creative doesn't always mean you'll be wildly successful. Van Gogh sold only one painting during his lifetime. Lots of people would still rather go see *Porky's Revenge IV*, ignoring well-produced movies like *Amadeus* or *Chariots of Fire*. As a result, film producers take fewer risks, and we get less variety, and pretty soon the *Porky's* and *Rambo* clones are all you can find on a Friday night. Software developers have the same problem. (To this day, all us *M.U.L.E.* fans wonder why the entire world hasn't fallen in love with our favorite game.)

The only way to solve the problem is to do it together. On our end, we'll keep innovating, researching, experimenting with new ways to use this new medium; on your end, you can support our efforts by taking an occasional risk, by buying something new and different... maybe *Robot Rascals*, or *Make Your Own Murder Party*.

You may be very pleasantly surprised — and you'll help our software artists live to innovate another day. ■●▲

## You May Not Believe This, But....

Jeff Johannigman

I hate copy protection.

Actually, it's pretty safe to say that everyone here at EA hates copy protection. It makes it hard to backup program disks, hard to use a hard disk, and it doesn't always work on some disk drives.

Unfortunately, it seems like theft protection is a necessary part of publishing software, just like putting locks on doors is part of building a house. Sure, locks don't keep experienced thieves out, but you still feel more secure when you turn the key in your door. Call us paranoid, but theft protection helps us sleep at night.

We hate copy protection so much that we're constantly looking for ways to avoid it. First, we added off-code extras like maps, codewheels, and expanded manuals to products like *Starflight* and the *Deluxe Creativity Series*, so you're getting more in an EA package than just that little disk. Making these goodies isn't cheap, but it seems to slow down the theft rate a little.

Second, we're lowering our prices. One of software thieves' favorite excuses is that programs are overpriced. (Try using that one on the judge next time you're caught stealing an "overpriced" Porsche...) One of our goals is to give you at least an hour of entertainment for every dollar you spend. Compared to movies, that's cheap — very cheap for you *Bard's Tale* and *Starflight* owners. Many EA

programs now have a suggested retail price of \$14.95, and some stores sell our Software Classics line for under \$10!

Third, we work with the Software Publishers' Association to prosecute software thieves. Last year, the SPA shut down numerous pirate bulletin boards, unethical software "rental" companies, and other illegal software distributors. If you want to find out more about this, write them at 1111 19th St. NW, Suite 1200, Washington, D.C. 20036.

Most importantly, we're trying to spread the word that software theft is *wrong*. It takes an artist a year or more to build just one program, and he or she depends on the royalties from that single program to make a living. As *Archon* designer Jon Freeman puts it, "Every illegal copy represents movies we'll never see, pizzas we'll never eat, paperbacks we'll never get to read."

Ultimately, software theft hurts you, too. It discourages artists from writing more software. It discourages stores from carrying software, especially for computers with a small market. Buying a program is the only real way to tell artists and store owners that you want more programs for your computer.

We're asking for your help. Don't use software you haven't paid for, and don't give copies to your friends. Pass the word, not the disk, OK? ■●▲



# In Depth: BOB CAMPBELL & KYLE GRANGER

Steve Peterson

Instant Music was born one day at Southern Illinois University, when a friend showed Bob Campbell how, with just a few simple rules, he could play pretty good blues guitar. Bob, who was earning a degree in creative problem-solving, started to ponder a C64 program based on the rules of music theory.

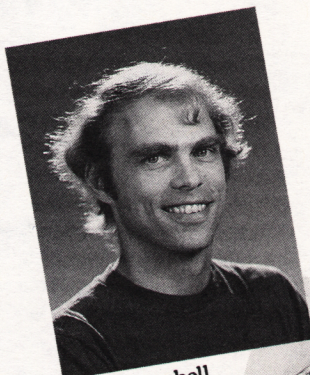
Electronic Arts saw potential in the idea, and the result became Instant Music, a program that lets you play and compose, even if you can't read music. Originally released on the Amiga, IM is now available on the Apple IIGS and will appear soon ("finally!" says Bob) for the Commodore 64/128.

Kyle Granger, a professional composer for musical theater, film, and the San Francisco Ballet, is also a computer music buff. He's used IM to create two Deluxe Library music disks: *It's Only Rock'n'Roll* and *Hot & Cool Jazz*. We caught Bob and Kyle in an interlude between musical endeavors to ask them about the program *Amiga World* magazine hailed as "the greatest program in the history of creation...."

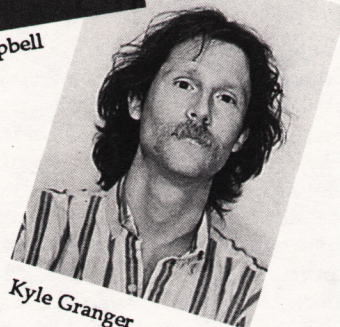
**Bob:** My initial idea was to computerize basic music composition rules to help novices compose music. As it turned out, I had enough power to make computer-aided performance a reality, too, so I added "mousejamming" as well. All you have to do to make music is grab the mouse and press the button. You play the lead instrument — uh, lead joystick? The computer band plays backup, and *IM* makes sure that it all stays in the right rhythm and key.

Because we're dealing mostly with non-musicians, the screen uses color bars instead of notes — different colors for different instruments. The higher the note is on the screen, the higher the pitch. The width of the bar shows the playing time. Vertical gray lines indicate measures. It's much easier to understand than standard music notation.

**Kyle:** *Instant Music* gives non-musicians a valid musical experience, which is great, but I see it mostly as a composition tool. The QuickDraw feature is the fastest way to enter music into a computer I've seen — you draw a line with the mouse, and *IM* fills in the



Bob Campbell



Kyle Granger

notes. You can scroll the music, edit it, and change a note value just by stretching it on the screen — all of which make it easy to enter notation.

**Bob:** I tried to design a very approachable front end, with a lot of power under the hood. When you boot the program, the theme song comes up and Mousejam is turned on, so you can make music *now* — instant gratification, without a long learning curve. You look at the screen, and think, "Oh. OK. That's simple." And then, when you start pulling down menus, you find all the editing features, the artificial intelligence controls, and so on. So power users like Kyle get all the features they need, but those features don't get in the way of beginners.

**Kyle:** I once used *IM* for a "process composition" performance. I started with an arrangement of *Dixie*. While it was playing, I changed the melody by drawing in new notes. Then I switched off the AI and put in almost random groups of notes, until the piece just sounded like birds chirping. Then I changed the instruments to marimbas, turned on the guides again, and started drawing in chords. Gradually, the theme reappeared, and I zoomed into one measure and gradually removed all of

the notes, and that's how it ended. They loved it.

**Bob:** Kyle's found new uses for the program that would never have occurred to me...

**Kyle:** Composing the data disks was fun. The pieces had to sound good — but they also had to be easy to rearrange and fun to jam with. *It's Only Rock'n'Roll* has music and instruments from the mid-50's on, really an overview of rock history. Some of the instruments are pretty amazing — things like Les Paul guitar and electric guitar power chords. *Hot & Cool Jazz* covers ragtime to 80's fusion jazz. The manual has some jazz theory and history, so you understand what you're hearing.

**Bob:** I did the first version of *IM* on the Amiga, even though I'd already started with the C64. There were several advantages: working in a high-level language like C was faster and clearer than working in assembly, so I could try out ideas and find out right away whether or not they worked. Doing the Amiga version first also made for a better C64 version. In some ways, the C64 is best of all, because it's MIDI compatible and there's a built-in synthesizer for creating your own instruments.

**Kyle:** In future versions of the program, I'd like to see other types of controllers, like a keyboard or even a conductor's baton. And some way to get input from multiple users at the same time would be great — maybe by linking several computers together to make it a group experience, which is really music at its best. ■●▲





# HARD COPY

Dear Gentlemen,  
I own an Apple IIGS and a copy of *The Bard's Tale*. My copy is an older IIe version that I bought when I still owned a IIe. I have a complaint.

I want to upgrade to the new version! It angers me to think that I went out and spent my money on *Bard's Tale* once, and now I have to buy it again! This is crazy. Unless *Bard's Tale* for the IIGS is one super program, you can count on me not to be among the purchasers.

I hope that you will print this letter for the sole reason that I want other people to know how I feel.

Robert Alexander Wyatt  
Berryville, VA

*Not only did we print your letter — we gave it a whole lot of thought.*

*On one hand, this is one case where you can't compare Apples with Apples. Your IIGS is a whole new machine, in lots of very fundamental ways. When we took Bard's to the IIGS, we had to start over from scratch. New graphics, new sound effects, new code. The end result has a lot more in common with Bard's/Amiga than it does with your old IIe disk. The fact that we took the time to do it over, and do it right, means that Bard's/IIGS is indeed one super program that takes full advantage of your IIGS — though you can still run your old Bard's Tale by using the IIGS' IIe emulation mode.*

*On the other hand, we figured that you had a pretty good point about the upgrades—check out the special exchange offer for FARTHER subscribers only, which you'll find stapled into the middle of most editions of this magazine. Thanks for the idea. If there's a lot of support for it, we could be persuaded to develop a more permanent policy....*

*By the way, the 60+ EA women gently suggest to you that not everyone here is a gentleman.*

Dear EA,  
Perhaps (once in a while) you should print a description of all your titles. I'm sure you would sell more games if people knew something about them. Include your affiliated titles, too!

"Quizam? What's that?" "I don't know."

"Well, I don't want to spend \$30 and end up not liking it, so I won't get it at all."

Also, kudos for no copy protection on *Starflight*!

Bao Lammy  
Madison, WI

*Our marketing folk would love to be able to ballyhoo every one of our 150 products in FARTHER. Unfortunately, to make room, we'd have to leave out a few things...say, the cover story, EAQA, Trip's editorial...(We get queasy just thinking about the job security issues this raises). Besides, we promised when we started FARTHER that we'd do our best to leave the ballyhoo to our competition.*

*Actually (once in a while) we do print a description of all our titles. Slick paper. Great copy. Color screen photos. EA products. Affiliated Labels. Brass bands. Fireworks. Dancing girls. It's called a catalog, and we just did a new one. Send us \$1 and a self-addressed stamped envelope, and you can enjoy this unprecedented spectacle in the privacy of your own home. (For the dancing girls, include a signed release from your parent or guardian.) If the catalog (or the band) doesn't tell you what you want to know about a product, check around. Read the computer magazine reviews. Get on a bulletin board, or attend a user group, and query some users. Ask your software dealer for a demo.*

*Lastly, there is theft protection on Starflight, sort of. Contrary to popular belief, that black wheel in the package isn't a scale model of an Uhlek ship ...though we've discovered it makes a pretty good Frisbee.*

Dear Mr. Giuffre,

I just received Vol. 2, No.1 of FARTHER, and I'm delighted. I've already written Ken St. Andre about the *Adventure Construction Set* club. I think it's great, and I'm hoping to be able to use some of that material in my remedial reading classes. I'd like to encourage classes to trade adventures they write.

Do you have any other good Apple II word games out (or on the way)? I'm



Todd Perkins

trying to get kids excited about reading — in whatever form. Thanks for your help.

John G.S. Albee, Reading Clinician  
Eldridge, IA

*We'd suggest Quizam!, Scrabble, and Movie Maker as good candidates for your classroom Apple II. If you have access to a IIGS, you may also want to check out KidTalk and SmoothTalker, two programs from the acclaimed First Byte line of educational software.*

*And once more, for anyone who missed it in the last issue: for ACS club info, write Ken St. Andre at 3421 East Yale, Phoenix, AZ 85008.*

Dear EA,  
I have *Movie Maker*, which I got back in 1983. Then I noticed you have *Movie Maker*, too. Is this the same thing?

Also, I thought your best game was *Racing Destruction Set*. Will there be an expansion or rewrite to the game?

Brad Ouimette  
Sandwich, MA

*It's the same thing, only different. Our Movie Maker is an enhanced version of the one you've got. We did a little technical wizardry, added two rather macabre movies by Gahan Wilson, wrote a better manual, and ported it to the 64/128 and Apple II, as well as re-releasing the original Atari version.*

*RDS designer Rick Koenig — a real fast mover — has geared up for Ferrari Formula One, which you can read about on page 12. ■●▲*



## EA Recharges Batteries

This spring, EA broadened its product line by buying Batteries Included, the Toronto software publisher famous for *DEGAS Elite*, *Thunder!*, *PaperClip*, and lots of other products that many of you have come to know and love. For EA customers, this means that we now have a greater variety of creativity/productivity products to offer. For BI owners, it means that you can call (415) 578-0316 and get EA's great customer service team to answer your BI questions — and that you'll be able to upgrade your software as new versions become available. Our new BI product line looks like this:

**Paperclip**  
**Isgur Portfolio**  
**DEGAS Elite**  
**Consultant**  
**Thunder!**  
**IS Talk**  
**BatteryPak (Disktools Plus)**  
**B/Graph**  
**HomePak**  
**Timelink**

We are (even now!) shipping a new, updated, better, enhanced, turbo-charged, and otherwise improved version of *Thunder!*, the award-winning spelling checker for the Macintosh. *Thunder! 1.1* is three times faster than the original, screaming through your document at a sizzling 100 words per second. (Let's see *Yeager's Flight Trainer* beat that!) *Thunder! 1.1* also guesses at the spelling of misspelled words and substitutes the correct word with the press of a key; lets you check spelling interactively, as you type, or a block of text at a time; and analyzes your writing with two readability indexes — all without having to quit your word processor!

*Thunder! 1.1*'s three expandable dictionaries let you create specialized lists filled with your own weird and wonderful words. You can even teach *Thunder! 1.1* to recognize and expand abbreviations as you type, saving you countless keystrokes. (Just in case you want to write us a letter, we've added



EA's name and address to the abbreviations expander.)

If you already have *Thunder!* for the Mac, you can upgrade to *Thunder! 1.1* by sending your original *Thunder!* disk, together with a check or money order for \$15.00 plus \$3.00 shipping and handling (California residents add 6 1/2% for Uncle Duke) to:

Batteries Included Upgrade  
Electronic Arts  
P.O. Box 7530  
San Mateo, CA 94403

You'll get your new *Thunder! 1.1* within four weeks. — **Nic Lavroff** ■●▲

## It's 3 a.m. Do You Know Where Your Mages Are?

The whole world is asleep — except you. You're memorizing the ceiling, grinding your teeth...and walking through the clues yet one more time.

*What is the name of the Mad God?*

*How do you talk to the Uhleks?*

*And what in the heck is the value of rote actions?*

If these symptoms sound familiar, you're probably suffering from SHD — serious hint deficiency. This stressful condition can cause you to lose sleep, hair, friends, sanity, and other life support systems.

*(Enter cavalry, trumpets blaring...)*

But wait! Help is available, without prescription! Grab your phone and call: (800) 245-4525 (outside of California) (800) 562-1112 (for all Golden Staters)

Brandish your VISA or MasterCard, and our own Direct Mail Doctors will arm you with something more powerful than swords, spells, blasters, and endurium: A Genuine EA Cluebook. We've got 'em for: *The Bard's Tale*, *The Bard's Tale II*, and *Starflight*.

They're only \$12.95 each. Lots of our software dealers carry them, too. And since they don't give away the whole story — just selective parts of it — they'll cure your insomnia without curing your favorite addiction. — **Carol Carreon** ■●▲

## EA GOES ABROAD

Anyone who's visited Electronic Arts knows that we're afflicted with a serious, probably terminal, case of wanderlust. Our backpacks and briefcases bear stickers from St. Andrews' fabled golf links, the ruins of Taramayne, the museum on Tarmalon. Posters show the thrill of an All-Star game and the dramatic view from a Martian mining base. And then there are vacation snapshots: Rich standing in front of an F-14 at Edwards AFB; Ruth and her kids, visiting scenic Kyleean's Tower; Tom Disch showing Trip an unforgettable day in New York. You get the picture.

This year, we decided to go all the way and open EA subsidiaries in England, Japan, and Australia. The way

we see it, this should be good for everybody. The Europeans, Japanese, and Aussies get *Starflight*, *The Bard's Tale*, *DeluxePaint*, and the rest of it. We get a worldwide market for our programs, entire countries full of new artists to work with, and a reason to write off all those travel expenses.

You, simply, get more of the world's best software, since our new foreign subsidiaries enable us to find the best international games — like *Dan Dare*, *Sanxion*, and *Delta Patrol* — and bring them home to you. Not a bad deal, as souvenirs go.

Now, what did you do with *your* summer vacation?

■●▲



# Commodore 64/128

Don Traeger

Greetings, sports fans. And you can cool your jets: *Yeager IS* coming to the Commodore.

Well, it took a few years, but the British Invasion finally hit computer software. And nowhere is it hotter than on the C64. Our English partners have been keeping us running around like banshees, getting out hot new arcade games guaranteed to *amaze* you. We're talking state-of-the-art graphics, joystick-busting action, and radical sounds and music unlike anything you've ever heard on your computer. And that's not poppycock (Britspeak for b.s.)!!

space. It's really nasty. Alien fighter ships, pirates, and fantastic and bizarre space monsters live there, and their idea of fun is trying to terminate your mission. But, with a variety of armaments, ship enhancers, and something called the Fish Weapon, you've got more than a fighting chance. (When I play these two, I like to really crank the volume.)

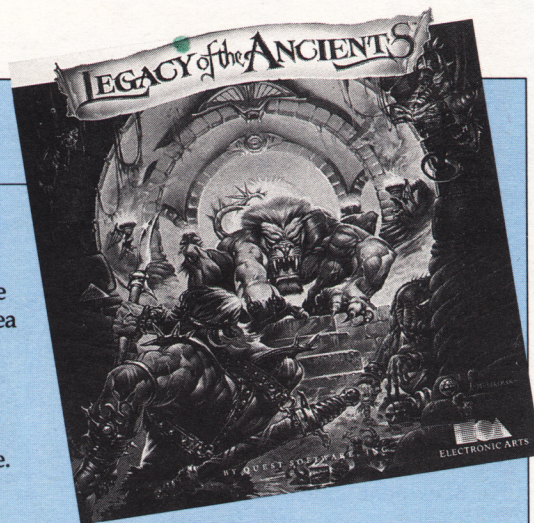
Wonders from Down Under: Our friends at Micro Forte in Australia have come up with the most advanced arcade game ever to come to the home computer. Take colorful 3-D dungeon mazes, top-down graphics, lots of weapons; add smooth-running graphics and plenty of trap doors and elevators; throw in enough monsters and bad guys to make even the most serious gamer shake in his boots, and an easy-to-use construction set that lets you build your own arcade-quality action games in minutes; and finish it off with a gruesome final encounter with the demon that started it all. What you've got now is *Demon Stalkers* — and 100 levels of trouble on your hands.

Our Interactive Stories Division (that is, the guys who make role-playing games like *Bard's Tale*) want me to mention *Legacy of the Ancients*, which isn't like any fantasy game I've ever seen — or heard. You want a lot to do? A lot to see? A lot that wants to eat you? You've got it. You start out in a magic museum with eerie corridors and flickering candlelight, then walk through the exhibit windows into towns and wildernesses full of hideous monsters with blood dripping from their very teeth. You'll even hear the squish of swamp muck between your toes. And there are five built-in action games you can use to build your character. Dungeon slime never looked so good....

ISD is also pretty excited about *EOS: Earth Orbit Stations* — a strategy game based on NASA's actual plans for the next 50 years of space exploration. Build cities in space, mine planets for riches, make alliances with competitors — or (better yet) break your alliances and ruin your competitors! You can play against the computer, or up to three human opponents.

For example: *Sanxion* and *Delta Patrol*, which have topped English software charts in the past year. We're really psyched about bringing them to the U.S. Both have sharp, clear graphics that'll make you think you're looking at a coin-op machine. Beyond that, they've got wonderful music and sound effects that might remind you of a Pink Floyd soundtrack. Multiple weapons, spectacular special effects, gorgeous colors, great joystick feel, and a host of space monsters round out the fun.

*Sanxion* finds you in the middle of a fearsome alien attack force. As wave upon wave of deadly fighter ships approach, your job is to obliterate, annihilate, and eliminate them. You've got a ton of firepower, and a handy split screen that gives you top and side views (watch for sneak attacks from behind). In *Delta Patrol*, you're policing Delta Sector, the *baddest* neighborhood in



*Age of Adventure* and *Thomas M. Disch's Amnesia* are two more fantasy adventures new to the C64/128. *Age of Adventure* takes two classic Stuart Smith games — *The Return of Heracles* and *Ali Baba and the Forty Thieves* — and puts them on one disk. Both have great sound and a cooperative player mode that lets two players help each other out. *TMD's Amnesia* drops you right into downtown Manhattan without a clue. All you know is that you're wanted for murder, and there are a lot of strange people around who would like to see you dead. If text adventures are your style, don't forget *Amnesia*.

And, finally (jeez, do we have a lot of new stuff coming out!), look for *Instant Music*, the easy-to-use music program that lets you be a superstar on your own computer. Buy it now, and you'll get a freebie: *It's Only Rock'n'Roll*, a data disk which lets you play some serious air guitar with classic rockers from the past and present. The disk sells for \$20, so it's a good deal. Check out the interview with designers Bob Campbell and Kyle Granger on page 3...

That's it for now, except to tell you that if you liked *PHM Pegasus*, you're going to love some of the stuff coming up in the next few months. And watch this space for more info on a top-secret project that may mean you'll never put another quarter in a 720 arcade machine again....■●▲

*In the past quarter, dynamic Don Traeger has changed jobs (from product manager to associate producer), finished two games, gone abroad twice, and gotten married. We were considering doing an adventure game based on his life, but there's no way we could get it all on one disk.*



ELECTRONIC ARTS PRESENTS

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Lots of you have this problem. (We know, because you've been very vocal about it.) Since we're all for progress (you know, "We See Farther" and all that), we'll exchange up to 12 programs from your library of obsolete software. Just send in the manual covers from your old EA programs, and we'll send you *the same titles for your new machine* at 50% off the list price. You even get to keep your old disks! But hurry: this offer expires November 30.

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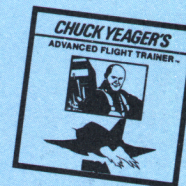


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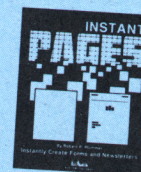
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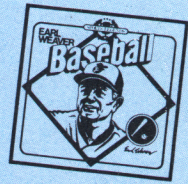


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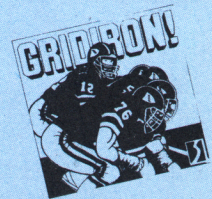
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# Apple

David K. Simerly

## Apple IIGS

GS. Graphics and Sound. EA's dedicated to making the most of the IIGS's awesome audiovisual power — and those of you who've seen *DeluxePaint II*, the two *Art Parts* disks, *Seasons & Holidays*, *Music Construction Set*, *Instant Music*, *It's Only Rock'n'Roll*, *Hot & Cool Jazz*, *World Tour Golf*, or *The Bard's Tale* know we mean business.

At the crest of the next wave is *DeluxePrint II*, which lets you design and print color or black and white cards, signs, banners, certificates, T-shirts, letterhead, and just about anything else you can put in a printer. It's easier, more colorful, and more versatile than any program of its kind. And, since it's part of the Deluxe Series, *DPrint II* can import images from *DeluxePaint II*, *Art Parts*, *Seasons & Holidays*, and other IIGS graphics programs that use



Apple's preferred graphics format.

And then there's *DeluxeWrite* — the first full-featured, mouse-driven graphic word processor for the IIGS. You can combine text and graphics on

the screen, use any IIGS font and style, check it over with a 90,000-word spelling checker, and print the results in color or black and white. It also works with the Deluxe Library art disks mentioned above, and takes graphics from *DPrint II* and *DPaint II*.

If you find your creativity ebbing after all this high-powered productivity, head for the back nine of your favorite golf course, courtesy of *World Tour Golf*. It's already the hottest golf game on the IBM/Tandy and C64, and sure to be a hole-in-one on the IIGS. Tee off at Pebble Beach, Augusta, or 10 other legendary courses — or go ahead and create your own championship course.

There are plenty more IIGS projects on the drawing board, too. But you won't hear about them from me: we have to leave some element of surprise in your lives...

## Apple II

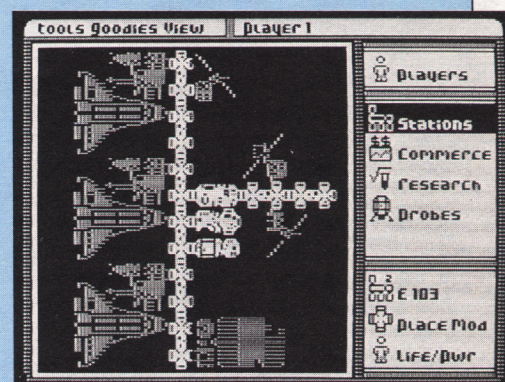
You've become the Destiny Knight? You've conquered the humming hoovers? You've blown the terrorists out of the water with your hydrofoil? You're wondering, *what's next?*

Well, *Bard's Tale* and *Ultima* fans — we've got THREE new fantasy games lined up for fall! The first prototype of *Bard's III* just came in and it looks white hot. Expect it before Christmas. *Legacy of the Ancients* has the best graphics we've ever seen in a fantasy role-playing game. You start out at a magical museum with exhibit windows you can walk through; before you know it, you're out in the wilderness meeting up with beasties, or in one of the 12 top-down cities talking to the natives. 24 dungeon levels, 32 kinds of critters, five casino games, and great sound effects made this a C64 hit, and it's just as great on the Apple II. And finally, the guys at Interplay (they're the ones who bring you the *Bard's Tale* epics) are hard at work on *Wasteland*. Set in the desolation of post-World War III America, we like to think of it as "The

Bard meets Mad Max." Get this: instead of magic spells and hit points, the characters get by with Uzi machine guns and grenades...

Unpack your best space suit and prepare for the future. I'm talking *EOS: Earth Orbit Stations*, a strategic simulation set in the near future when space development is in the hands of private enterprise. As an interplanetary entrepreneur, it's your job to design and construct space stations that will turn a profit through scientific discoveries and space industry — and in the long run, extend your empire to the edges of the solar system. *EOS* is based on NASA's actual development plans for the next several decades, and is probably EA's most educational game since *Seven Cities of Gold*. Just remember: in space, no one can hear you scheme.

One more thing for all you hydrofoil commanders out there. Look for a disk of all-new *PHM Pegasus* scenarios from Lucasfilm Games this fall. Ever wonder how *Pegasus* would stack up against a steamroller like the *Bismarck*?



You'll find out soon enough. Also, don't forget to check out our new Batteries Included stuff on page 5. See you next issue! ■●▲

Entertainment Documentation Manager David K. Simerly also writes things like EAQA, the Yeager manual, and Sybex computer books. As our resident Macintosh guru, he can teach anyone the fundamentals of desktop publishing in under ten minutes flat.



# IBM/Tandy

Sara Reeder

Well, the word is out. Big Blue got the old gang from *M\*A\*S\*H* together, put them in street clothes, and now it seems they're grinning from every magazine and billboard, trying to convince you that your old PC will soon be history, just like the Korean War.

Don't you believe it. Though we're putting some of our most popular programs — like *Yeager* and *Earl Weaver Baseball* — on 3.5" disks (more on this next issue), and may even do VGA graphics eventually, the fact remains that the PC-compatible market is far and away the fastest-growing part of the home computer industry. And we're here to stay.



You want proof of our commitment to your PC? We got *The Bard's Tale*. You want monsters? We got hundreds of animated monsters. You want dungeons? We got full-color 3-D dungeons. You want magic spells, puzzles, great music and graphics? We got them, too. You want to buy one of the most popular dungeon fantasy games ever created? Go down to your local software store. *Bard's*/IBM/Tandy should be coming to your dealer's shelf, even as this goes to press...

If you want to get your spouse, neighbors, kids, and in-laws excited about your computer, show them *Robot Rascals* — the first multi-player computer card game. Choose your robot and take off on a wild scavenger hunt for things like gamma glasses and transistor tacos. The cards in your hand tell you what to look for...but the game

changes constantly, and what you're carrying now will probably be worthless in mere seconds. There's even a handicapping feature that lets kids play on an equal footing with adults. It's a great multi-player game.

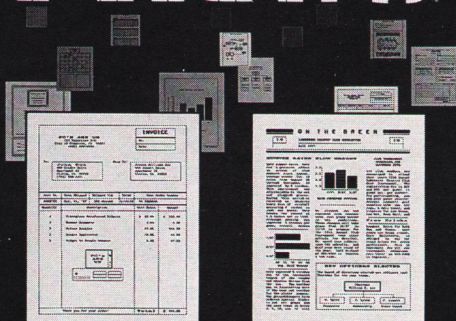
*Patton VS Rommel* is new on the IBM/Tandy, too. It's a wargamer's dream: you're Patton, or Rommel, on Omaha Beach on D-Day. Chris Crawford, who brought you *Eastern Front* and *Balance of Power*, re-created 150,000 Normandy battlefield locations on a giant scrolling map. You've got infantry and armor to allocate, plus air support logistics problems, incomplete reconnaissance snafus, weather changes, morale ups and downs, and lots more to contend with.

If you read the cover story, you know that we're flying high about *Chuck Yeager's Advanced Flight Trainer*. I spent an incredible Saturday afternoon with it just before it shipped — started out slow with a Spad, and ended up on the edge of space in an SR-71 Blackbird... auguring in, fast and nasty, losing over 20,000 feet per minute. But the best challenge was keeping up with Yeager in an F-16. Absolutely the most responsive game I've ever played — so much so that I found myself wishing there was a little white bag in the package.

Our creative Creativity Division is hanging around my office door, waiting for me to talk about *Instant Pages*. "Tell them that it's desktop publishing for the rest of us," they coax. "Tell them they can make forms, newsletters, charts, and other stuff with it, and what they see is what they really get out of their IBM or Epson-compatible dot-matrix printers, and that they can run it with only 256K. Tell them about the FREE disk with over 100 forms, templates and sample documents..."

OK, guys, I'll tell them, but only if you calm down and go get some decaf. I'll even tell you that *Instant Pages* uses your PC's built-in graphic characters to draw boxes, lines, symbols, and simple graphics, and that it can handle multiple columns, and that it works great with most major word processors like *pfs:write*, *Word*,

## INSTANT PAGES



By Robert P. Plummer

Instantly Create Forms and Newsletters



*WordPerfect*, and *WordStar*. You can use any monitor, and choose from three menu styles, and use a full range of cut-and-paste editing features. It's a simple, easy-to-use, powerful publisher that doesn't require any special hardware, and will set you back only \$49.95. And it's not even copy-protected!

The Creativity folk are also excited about the new version of *Music Construction Set* that supports the IBM Music Feature card. The card is basically a Yamaha synthesizer built onto an internal IBM card, with 240 digitized instruments, full MIDI, and stereo sound. Our new MCS lets you play your compositions on the *Music Feature*, with up to six simultaneous sounds. You never knew your IBM could sound this good!

Starport Bulletin: The Starflight Alliance, a bulletin board run by a group of dedicated space explorers, can honestly say they know everything there is to know about the entire universe. They've compiled their wisdom in an ever-expanding on-line encyclopedia they call simply *Starflight: The Book*. To reach The Alliance, call (415) 686-5534; 300/1200 baud, 8-bit, no parity, full duplex. Identify yourself as a new user at the ID prompt, and they'll get back to you in 24 hours with your membership. ■●▲

Copywriter Sara Reeder was raised just up the road from Edwards Air Force Base. Maybe that's why (as anyone who has seen her drive will attest) her fondest dream is to break Mach 1 on the Bayshore Freeway.



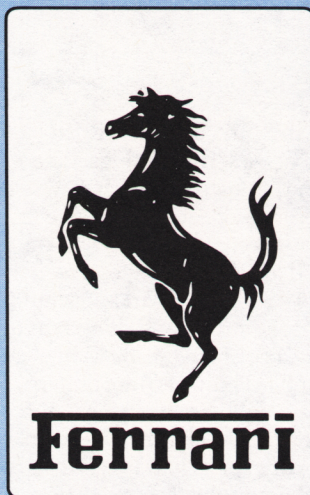
# Amiga

Bing Gordon

The Amiga continues to be the launching pad for EA breakthroughs. First there was the Deluxe Series — Paint, Print, Video, Music. Now there are Sports Legends: *Earl Weaver Baseball* (which you read about in the last issue of FARTHER), and *Ferrari Formula One*, coming in the fall. Both use the Amiga's advanced audiovisual and processing power to take sports games to the next level — for the first time, a computer gives you the look, feel, and intelligence of TV sports.

Amy's synthesized voice may not sound exactly like Joe Garagiola, but you'll be surprised how much easier it is to imagine Babe Ruth lumbering to the plate when you actually hear him being announced. Trip Hawkins' dad heard it, and saw the detailed animation and TV camera angles, and got excited about a computer game for the first time. It's a big deal for Trip, obviously, but it also shows that we Amiga enthusiasts now have a new tool to create new Amiga owners. If you still haven't played *EWB*, go down to your dealer and check out the one-inning demo disk. Most dealers will let you make a copy. Bet you can't play just one inning...

*Ferrari Formula One*, designed by Rick Koenig (who also did *Racing Destruction Set* — he's interviewed on page 12) has the same level of detail and depth. It's the first racing simulation that puts you up against real pros, and it takes more than a heavy joystick to pass the best drivers. Like the real Grand Prix circuit, it's a game of inches — in the wing, in the suspension, in the gear ratios, in the lines you take through



corners. At the expert level, it's as unforgiving as the real thing. Nice touches: a full Grand Prix season against last year's top seven finishers; real-world physics, including acceleration, deceleration, understeer, oversteer, even g-forces in the curves; 17 real tracks accurately modeled within 10 meters; and artificially intelligent opponents who plot pit strategy and blocking. If you've got a friend who can't hit a curve ball, invite him to try hitting a curved wall.

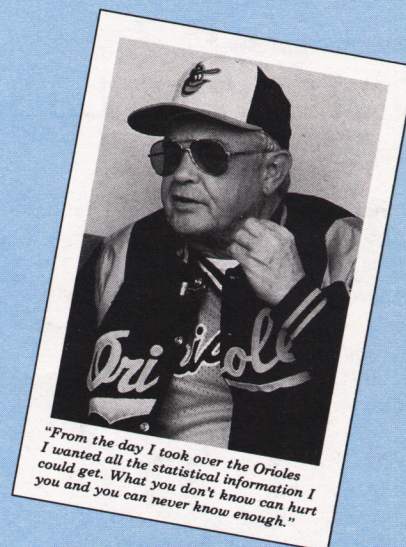
By the way, as of this writing, we're still trying to jam the game code, physics, and audiovisuals onto one disk. Wish us luck. (And to think only two years ago 880K seemed infinite!)

For those who can't type, er, uh, type: *IntelliType*, designed by Moses Ma, is the first typing tutor designed just for the Amiga. It has sophisticated artificial intelligence that designs drills for your own favorite typing errors, and a cliffhanger storyline that combines a soap opera with a James Bond-style action story. Best of all, according to the independent testers now using a beta version, *IntelliType* customizes lessons just for you, so you don't waste time on things you've already learned.

We've got over a dozen new titles in development, not counting the five mentioned here. And even the conversions are being enhanced — none of those lazy straight ports from 8-bit originals for us. Any great ideas you think we should be working on? Drop us a line, and tell us what you think.

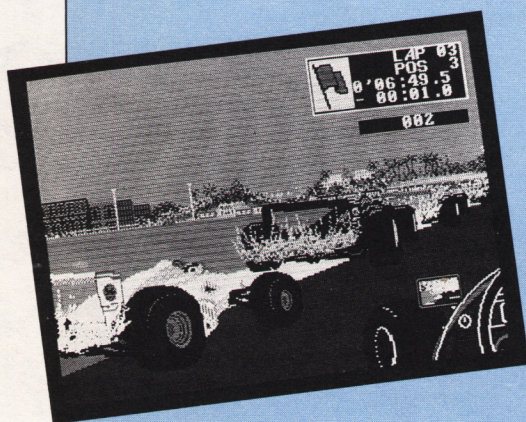
Short notes: Free Fall Associates (that's Jon Freeman and Anne Westfall)

previewed their next game, *Rainbow Road*, at the CES show in June. It looks like a cross between *Gauntlet*, *Archon* and *Temple of Apshai* — the latter two were also Free Fall games... We just dropped the prices on five Amiga programs: *Dr. J and Larry Bird Go One-on-One*, *Skyfox*, *Archon*, *Archon II: Adept*, and *Seven Cities of Gold*... The EA Fulfillment department is selling 1986 Season Data Disks for *Earl Weaver Baseball* at only \$14.95, plus shipping & handling (could the Red Sox beat the Mets in a second series?) ...Coming soon to the Deluxe Creativity Series: a new, full-featured word processor. Read about it in the next issue... Thanks to Cleveland Amiga



User Group, whose "Amiga Guru" newsletter featured a great interview with Dan Silva, and a nice review of *DeluxeMusic Construction Set*. ... Finally: if you didn't get your latest copy of *DeluxeNews* — cover story is *DeluxeVideo* — maybe we never got your warranty card. Make sure to send one in from any EA Amiga product. ■●▲

Bing Gordon, a five-year EA veteran, used to be in charge of marketing. Now he's responsible for our Entertainment Division. His home computer is an Amiga 1000. So far, he's spent 100 hours playing *Earl Weaver Baseball*, and still can't hit low balls at the major league level.





# Atari

Jeff Johannigman

Excuse me, all you ST owners, could you stop playing with those two gorgeous foxes, *Skyfox* and *Arcticfox*, for just a second? And you 8-bitters over there, the ones playing *Lords of Conquest* ...

In the past few months, our Atari line has grown to include over 40 programs for 8-bits, plus another 24 for the ST. The biggest news is that *Music Construction Set* — the bestselling, most-award-winning music program ever — is being completely redone to make the most of the ST's awesome power. We're adding MIDI support. We're including 16 pre-programmed instruments — things like piano, sax, guitar, and snare drum — and a waveform editor that lets you create sounds of your own. We're even

throwing in a "jukebox" mode that lets you play back a series of songs. The result is the best version of MCS we've done yet, for any computer.

If you've seen *The Bard's Tale* on an Apple II or C64, you haven't seen the best. *Bard's* ST has new art and sound that makes the streets and dungeons of Skara Brae more hair-raising than ever. Hear your bard play his flute or harp, see just how ugly orcs really are, and listen to the monks chant in the temples. Just keep your spells handy, your sword sharp, and your whistle wetted!

*DEGAS Elite*, the paint program that showed the world what an ST can do, is now an EA product, since we bought Batteries Included (read about it on

page 5). That means great EA customer support. Also look for *DeluxePrint II* /ST...and First Byte's ST products that speak for themselves — literally!

Most of you 8-bitters have probably been through *Alternate Reality: The City* — and are ready to enter *Alternate Reality: The Dungeon*. Or sink the *Bismarck*. Or meet Rommel at *Tobruk*. Or go down to your dealer to check out *Gridiron* and *Empire* /ST ...

■●▲

Associate Producer Jeff Johannigman is the designer of two venerable Atari 8-bit games: *Rabbotz!* and *Snark Hunt*, which were written on a 16K Atari 800 with a cassette drive. (That was a while ago. But the experience changed him for life.)

## AFFILIATED LABELS

Sara Reeder

Now that we've added Datasoft, First Byte, and Bethesda Softworks to our family of affiliates, AL director Randy Thier has become a pretty elusive guy.

We finally found him locked in the game room with an advance copy of *Starfleet II*, the sequel to *Interstel's* blockbuster space fantasy. "Go away, and come back later," he said through the door. "Just tell 'em that the IBM/Tandy version will be landing in this galaxy soon, and that it's way rad."

Aw, c'mon, Ran. We got a deadline to meet. Just a few minutes?

"OK, two minutes. There's First Byte — great educational programs that are a bunch of fun. Really neat state-of-the-art voice synthesis technology so kids (and adults) can enjoy them for hours. The've got math programs like *Math Talk* and *MathTalk Fractions*, word programs like *Speller Bee* and *First Letters*, and voice-synth programs like *SmoothTalker* and *KidTalk*. The whole line has won lots of educational awards, and is available on the Apple IIGS, Amiga, Mac, and Atari ST."

There. That wasn't so hard. Now, how about opening the door?

"I could talk about Datasoft's stuff — things like *Alternate Reality: The City*,

which is an all-time classic, and *Alternate Reality: The Dungeon*, which is the all-new sequel. And *Video Title Shop*, which lets you create graphics on your Apple II, C64, or Atari, then use your VCR to record them on videotape. I didn't even know you could do that stuff with 8-bits."

The door, Randy.

"If I open this door, you'll come in and hog the Amiga, and I won't get to play *Gridiron Football* or *Leisure Suit Larry in the Land of the Lounge Lizards*. You wouldn't believe the features on *Gridiron*. You can write your own plays, change your mind and call audibles, and control the ball carrier."

Um, tell me about this Larry guy...

"You don't want to go out with him. Trust me. He's 40. His last 'old lady' was his mom. He wears polyester, gold chains, and a toupee. Sierra On-Line made an adult graphic adventure about his wild night on the town in Vegas. It's funny stuff: bad pick-up lines, hot tubs, beautiful women..."

Sounds interesting. Please don't give him my number.

"It is interesting, but you can't see it yet. If you promise to go away now, I'll let you have *What They Don't Teach*

### TOP 10 AFFILIATED LABELS

April, May, June 1987

- |   |   |
|---|---|
| 1 <b>The Chessmaster 2000</b><br>Software Toolworks       | 6 <b>221B Baker St.</b><br>Datasoft                     |
| 2 <b>Starfleet I</b><br>Interstel                         | 7 <b>Black Magic</b><br>Datasoft                        |
| 3 <b>Video Title Shop</b><br>Datasoft                     | 8 <b>Alternate Reality:<br/>The Dungeon</b><br>Datasoft |
| 4 <b>Scrabble</b><br>Leisure Genius                       | 9 <b>Goonies</b><br>Datasoft                            |
| 5 <b>Russia: The Great War</b><br>Strategic Studies Group | 10 <b>MathTalk</b><br>First Byte                        |

*You At Harvard Business School*, which is coming out on the IBM/Tandy and Mac. Folks are lining up in droves to order it. You get to manage big-time athletes and make lots of money — a role-playing game that teaches entrepreneurial skills."

It's a deal. Shove it under the door, and I'll leave. Anything else?

"That's it, except that SSG has a great wargamers' magazine called *Run 5* that your readers can subscribe to for \$15 a year. Have them write SSG at 1747 Orleans Court, Walnut Creek, CA 94598 for more information. Now, say goodbye, Sara...." ■●▲



# EAQA

David K. Simerly

Another issue, another truckload of great letters, questions, hints, and tips to sort through. (You certainly are a creative and imaginative bunch...) Remember, if you can't wait for the next edition of *FARTHER* because you need *more help now*, call our Customer Service group at (415) 572-2787. If it's *Bard's Tale* or *Starflight* hints you're after, call (415) 572-9560 between 12:30 and 4:30 Pacific Time.

Now that we've inundated you with phone numbers, let's get to the good stuff:

**Q:** I'm using *Earl Weaver Baseball* with a single-drive Amiga system, and having a really tough time making a backup copy of my game and data disks. Is there an easy way to do this?

Anonymous

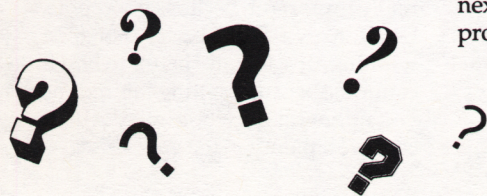
**A:** Yes, there is, but it involves using AmigaDOS instead of Workbench:

1. Boot your Amiga with the *Earl Weaver Baseball* game disk as described on the command summary card.
2. When the AmigaDOS/copyright information appears onscreen, press **Control-D** (that is, the "Control" and the "D" keys simultaneously). This stops *Weaver Baseball* from loading and leaves you at the AmigaDOS prompt, 1>.

3. At the 1> prompt type:  
**SYSTEM/DISKCOPY df0: to df0:**

Now follow the onscreen prompts to finish the copy process. Remember that "Source Disk" is the disk you're copying from, and "Destination Disk" is the blank disk you're copying to. Also make sure that the drive's "in-use" light is out before ejecting disks. Note that you can also use this method on a two-drive system — simply replace the command line in Step 3 with:

**SYSTEM/DISKCOPY df0: to df1:**



**Q:** Can I use compositions created with *Music Construction Set* in my *Movie Maker* clips and/or *Adventure Construction Set* adventures? I own the C64 versions of *Movie Maker* and *ACS*, and would like more latitude in scoring my creations.

Ernesto C. Vanterpool  
Troy, NY

**A:** Sorry to disappoint you, but MCS is the only program that will play MCS scores.

**Tip:** Want to try something dangerous in *Advanced Flight Trainer*? Take the SR-71 up to the edge of space, cut the engines, and see how long you can keep her up there. The trick is to drop back into the atmosphere and build up enough speed to climb back into space. In essence, you'll keep gliding into and out of space. Another fun-but-dangerous SR-71 test is to go for an altitude record. So far, the EA in-house altitude record is 199,800 feet. Has anybody out there beat that one?

**Q:** Thank you for the copy of *FARTHER*. I was surprised to see that you list *Pinball Construction Set* as compatible with the IIGS, because I can't get it to work on my IIGS. What's the trick?

Dan Schreckengost  
Corry, PA

**A:** No trick, just a little Apple magic. Get into the Apple control panel and make sure the speed is set to *normal* and the display is set to 40 columns.

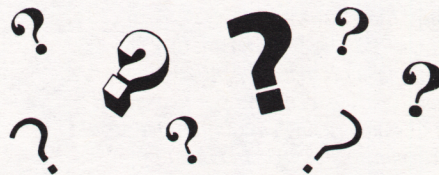
**Tip:** Here's a hint for *Realm of Impossibility* on the Atari: as soon as you enter a room, hold down the **Option** key to make the monsters ignore you. When you reach an exit, press yourself against it and release the **Option** key. You'll move to the next room where you can repeat the process.

Wico Master  
Alhambra, CA

**Q:** I'm stuck on the 3rd level of *Mangar's Tower* in *The Bard's Tale*. I know your cluebook says the answer to the riddle is "Lie with passion and be forever damned," but that answer is 32 letters long (not counting spaces), and the game only lets me type in 30 letters. What do I need to do?

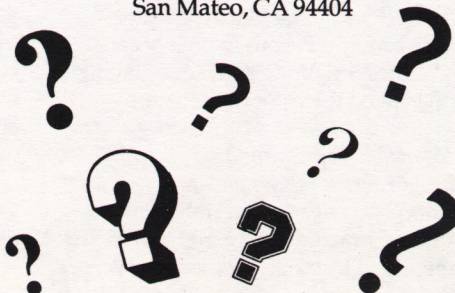
Brad Lemings  
Trenton, TN

**A:** Okay, okay! I'll answer this one since this is only the umpteenth-zillionth request I've received for this particular clue. Don't think in *letters*, don't think in *sentences* — think in *words*. The magic mouth wants to hear *seven words*....one at a time. ■●▲



If you have a question, helpful hint, or special technique concerning an EA title, drop us a line and let us know about it. We'll print the most pertinent (or impertinent) questions (along with answers from those resourceful folks in Customer Service, of course). Unfortunately, we can't print all the questions, so if you have one that can't wait, send it directly to Customer Service via the address listed below. If we print your game tip or special technique, you'll get one of our awesome posters. Make sure you include your name, address, and daytime phone number on your EAQA submissions and send them to:

EAQA/Farther  
Electronic Arts  
1820 Gateway Drive  
San Mateo, CA 94404





# A Few Moments With... RICK KOENIG

Sara Reeder

*Faster than an LA County sheriff's radar gun. More powerful than a CHP traffic copter. It's a bird. It's a plane. No, it's Rick Koenig on his Suzuki GS1100, screaming up the Pasadena Freeway on his way to class at Caltech.*

*That's where it all started, on the Pasadena Freeway, and Mulholland Drive, and the Angeles Crest Highway. It was only natural that the guy on the motorbike would soon program high-speed graphics on JPL's fast supercomputers, and write an 8K Mattel game called Motocross. Eventually, Rick graduated from two wheels to four, moved to the Bay area, and signed on with EA. Ten months later, Racing Destruction Set came off the line, went SPA gold, and rolled right into racing simulation history.*

*In 1985, Rick found another fast machine: a pre-release Amiga prototype. He went straight to work on an ultimate racing simulation that would incorporate the speed and handling characteristics of a Ferrari F1/86, the circuit smarts of the world's top seven drivers, and authentic models of 16 international Grand Prix tracks. The result is Ferrari Formula One....*

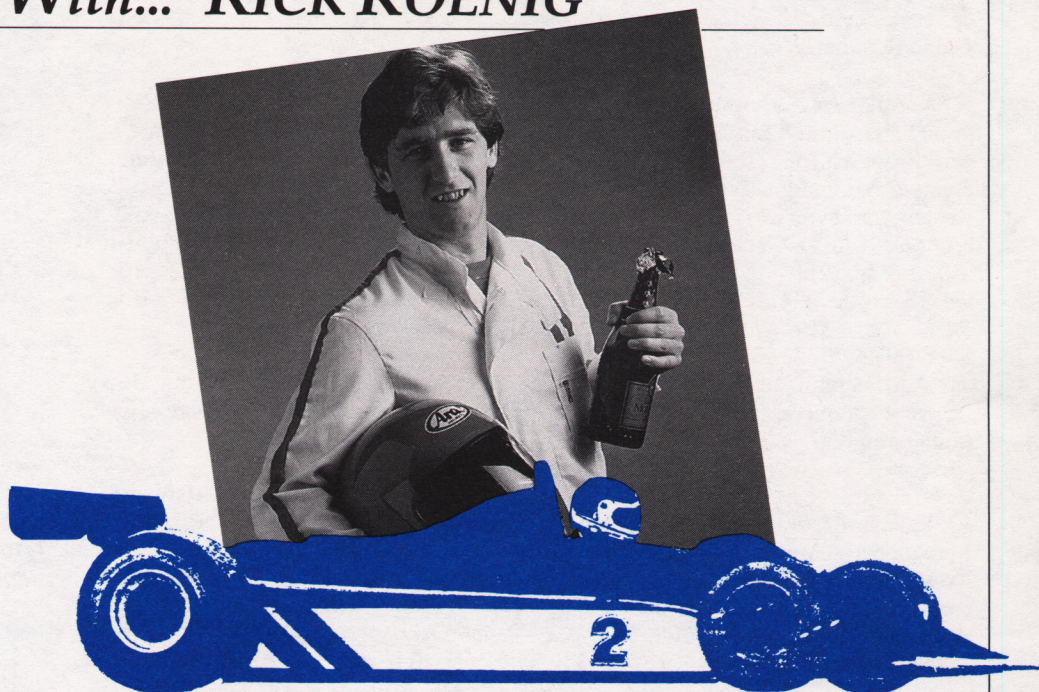
**Q: Why Ferrari Formula One?**

**A:** I wanted to do a cross between a point-of-view racing game and a flight simulation, using mathematical models instead of raster sliding to make the turns more authentic. FF1 is the first (and only, that I know of) true simulation of Formula One strategy, and the first to maintain the driver's perspective. You actually look into the corners when you turn. It's the first one based on actual season scores, and where you really can get injured. The performance and reliability characteristics are accurate, so consistency counts at least as much as speed does — just like in real life.

We brought Ferrari in on it because they're the New York Yankees of racing. We also liked the color of their cars.

**Q: What kind of programming challenges did the project present?**

**A:** Nobody'd ever done a statistical model of F1 racing before, so I had to invent one. The tracks themselves were



built with a track tool I designed myself, and I did the scenery with *DeluxePaint*. We spent some time in garages digitizing ratchets, impact wrenches, tools dropping, and motor sounds.

The research was a lot easier than I expected — mostly because of Rich Hilleman, who was a producer on *FF1*. He has a huge knowledge of racing: his grandfather used to race stock cars in the 50's, and he grew up on it. Plus he has a lot of books, including some by Niki Lauda, that were a big help.

**Q: What parts of FF1 are you most pleased with?**

**A:** There are lots of things I like, but I guess the most satisfying things are the mirrors — which were easy to program, but people get real impressed by them — and the way the car slides in turns. I also like the fact that a lot of the important stuff happens off the track, in the garage and the pits, just like in real life. You can set the turbo boost, injection and ignition; check the cooling systems; use the wind tunnel to set the front and rear wings; change the rear end gearing, and choose from six kinds of tire compounds and tread.

**Q: Any hints to put a would-be champ on the inside track?**

**A:** Look ahead, not at the pavement, so

you can see what's coming. Lately, I've been racing Monaco: it's the tightest track, and probably the hardest. You really have to go slow around some of the turns — they'll surprise you. The quickest way to get through them is to start out as far to the left as possible, then go as far right as you can while you're coming around.

Just recently, I added oversteer and understeer to the program. When you start to spin out, you can straighten out again, just like in a real car. You may even have to turn the other way to recover. Also, if you're on the last two laps of a race and your tires are dying, take time to pull off and switch to your qualifying tires.

The seven opponents have very different styles. Some are aggressive, some tailgate, some spend a lot of time in the pits. You can learn a lot by studying them, and working out different strategies for them. Since you accumulate season scores, you don't always have to come in first to come out on top — though qualifying laps are really important, because good pole position gives you a better shot at winning. It's actually better to be a little cautious, because getting injured means you might miss a whole race. And that costs you plenty in the end. ■●▲



# Life With Farther

Nurphboll

PAJARO DUNES, CA — Most weekends, life is peaceful here at **Pajaro Dunes**, a quiet seaside enclave just north of Monterey. Avocets walk among the beach grasses; the wind whistles softly through the cypress trees; families gather for picnics in the sand. That's most weekends. But not this one.

No. This weekend, **140 EA employees** have descended upon the unsuspecting village with a truckload of **Twinkies, Oreos, beer, and those little goldfish crackers**; enough sound and video equipment to outfit a four-plex theater; and enough **Nerf balls** to fill the **Salinas River**. It's the annual Electronic Arts company retreat: three days of hard work, three evenings of great entertainment, three nights of non-stop boogie. Among the highlights:

■ **John Manley and Greg Riker's** video productions, including MTV-style videos (our future's so bright, we gotta wear shades...), a review of the past year,

packed up and moved into **new offices** in the building next door. (Those of us left behind miss them, but it's nice to have a little space.) The housewarming party they threw will live in EA infamy: besides the obligatory DJ and keg, they turned one office into a beach — with real sand (and sand fleas) imported from the coast — and set up a ring-toss using 5 1/4" floppies as projectiles. Most inventive addition: a large expanse of the new green carpet became a 9-hole putting course, which was left up by popular demand, and has become a favorite coffee-break attraction.

Of course, EA employees aren't the only ones who know how to make the most of summer. At the **Artist Symposium** in June, our artists got together and showed off a few new, original ways to have fun. Highlights: graphics programming seminars from



and a **Star Wars** spoof that was amazingly authentic — though we're still wondering how PR manager **Charlotte Taylor** got those two cheese danish to stay over her ears.

● The EA talent show, a manic procession of singers, magicians, dancers, and skits that almost literally brought the house down.

▲ The EA Games, in which the **Green Machine** met the **Blue Berserkers** in an epic tug-of-war that nobody won, because the rope broke — twice — and sent about 30 people flying into the salt grass.

■ And, after hours, for the second year running, **Dashing Don Traeger** shone as an inspirational example of debauchery until dawn...a veritable beacon of non-restraint. What a party animal.

Pajaro was just the beginning of one wild summer. First, half the company

**Dan Silva and Michael Kosaka**; **Greg Riker's** look ahead at the new compact disc-interactive technologies; getting to know our new international artists; the usual show-and-tell of new programs and game ideas; the midnight rites at which a venerable **Commodore 64** was offered up to the software gods; and the awards banquet, starring **Instant Music** designer **Bob Campbell** — see the box to find out who else got what.

The Boston Red Sox's **Roger Clemens** launched the **Computer Gaming World Baseball League** season with an Opening Day no-hitter, according to **Russell Sipe** and his fellow **Earl Weaver Baseball** fans at CGW. Closer to home, **Earl Himself** took on EWB designer **Eddie Dombrower** in a computerized version of July's **All-Star Game** — just four hours before the real game was played in Oakland. Eddie and the Nationals won 1-0 in nine innings, and Yankee superstar **Dave Winfield**

## Electronic Arts Artist Symposium Awards 1987

### Fulfilling the Promise of Home Computing: Product of the Year

Mike Posehn & Tom Casey  
*DeluxeVideo*

### Electronic Arts Hall of Fame

Dan Silva  
*DeluxePaint*

### Best Product Translation

Interplay Productions  
*The Bard's Tale/Amiga*

### Best Creativity Product

Bob Campbell  
*Instant Music*

### Best Entertainment Product

Binary Systems  
*Starflight*

### Best New Worlds

Binary Systems  
*Starflight*

### Best User Interface

Bob Campbell  
*Instant Music*

### Best Technical Innovation

Mike Posehn & Tom Casey  
*DeluxeVideo*

### Best 16-bit Graphics & Animation

Interplay Productions  
*The Bard's Tale/Amiga*

### Best 8-bit Graphics & Animation

Will Harvey & Jim Nitchals  
*Marble Madness/C64/128*

### Best Music

Bob Campbell & Kyle Granger  
*Instant Music*

### Best Sound Effects

Bob Campbell  
*Instant Music*

was thrown out at home plate. Later that afternoon, the Nationals won the real All-Star game 2-0 in extra innings — and, you guessed it, Winfield was thrown out at home. We *knew* it was an accurate simulation, but...

Gotta fly. Watch this space...■●▲



# CROSSWORD PUZZLE

*A small diversion that makes you puzzled enough to use cross words*

Many of the answers to this puzzle are in this issue of *FARTHER*, if you read carefully enough. Others come out of back issues, off our packages, or from our catalog. We're telling you this because we want to make it easy on you. After all, you might get some **FREE SOFTWARE** if you manage to solve the entire thing correctly. (Yep. Here we go again!)

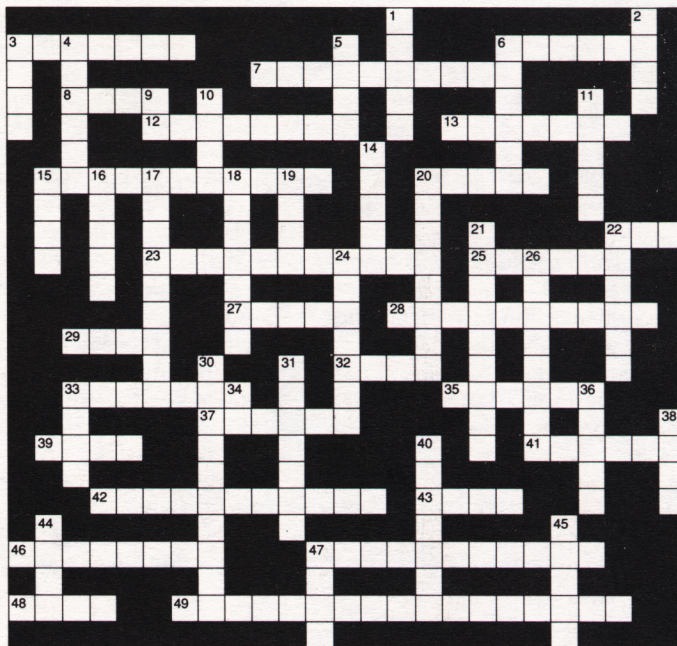
## DO

- Write your name, address, and phone number below. (Use your good handwriting. Last time we had to take some of the entries down to the pharmacist to get them deciphered.)
- Tell us what kind of software you'd like to win, and for what computer.
- ▲ Send us this whole page in an envelope. Use the address below. Photocopies are fine.
- Look for the answers in the next issue.

## DONT

- Send multiple entries, OK? OK.
- ▲ Call us if you get stuck.

We'll choose 25 winners on November 30.



## ACROSS

3. *Bard's Tale II: The Knight*
5. This can drive you to "madness"
7. *Arcticfox's* battleground
8. Command when all else fails
12. Buy this when 8-across fails, too
13. *PHM*
15. The 3rd shape
20. *Mind Mirror* guru
22. Advanced Flight Trainer, for short
23. *Bard's Tale II's* 1st city
25. He has the right stuff
27. *Earth* \_\_\_\_\_ Stations
28. Boldly goes where no PC game has gone before
29. See 2-down

32. What a Bard does best (besides drink)
33. "Amazing" shoot-'em-up game
35. Explorer who sought the 7 cities
37. *Bard's Tale* characters
39. The Celtics' answer to Dr. J
41. After 3rd one, Earl trades you to the Cubs
42. Best 18th hole in *World Tour Golf*
43. See 2-down
46. EA's hometown
47. Outer-space sequel to 33-across
48. Mangar's musical menace
49. What 35-across set out to find

## DOWN

1. Peruvian tribe in 7 *Cities of Gold*
2. Foam spheroid
3. Simerly and 8 other EA employees

4. The 2nd shape
5. Star of *Arcticfox* and *Ogre*
6. Skara Brae's Public Enemy #1
9. Personal computer, for short
10. The 1st shape
11. *Instant* \_\_\_\_\_
14. +1 in golf, or Yeager's term for a radar blip
15. EA's fearless leader
16. Key play in *Grand Slam Bridge*
17. Codename for Slye-Hicks M-100 snow tank
18. Where the monsters live
19. Voted "most hated vegetable" by EA employees
20. #1 hallway shoot-'em-up game at EA HQ
21. *Pegasus*, for one

22. EA game subtitled *The Light and the Dark*
24. They create EA software
26. *Return to* \_\_\_\_\_, unreleased undersea adventure
30. Grand Prix race car type
31. Mac desk accessory that works up a storm
33. Spinnaker or genoa
34. Not yes
36. Swashbuckling California hero (not 15-down)
38. See 2-down
40. He's the *Pilot of the Future*
44. *FARTHER* column written by 3-down
45. \_\_\_\_\_ *Rascals*
47. *DeluxeMusic Construction Set*, for short

Your name \_\_\_\_\_ Phone \_\_\_\_\_

Street Address \_\_\_\_\_

City, State, Zip \_\_\_\_\_

Which EA product would you like to win? \_\_\_\_\_

For which computer? \_\_\_\_\_

Return your entry to: **EA Crossword Puzzle, 1820 Gateway Drive, San Mateo, CA 94404.**  
 No purchase necessary. Void where prohibited or restricted by law.

  
**ELECTRONIC ARTS**  
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 San Mateo, CA 94404

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